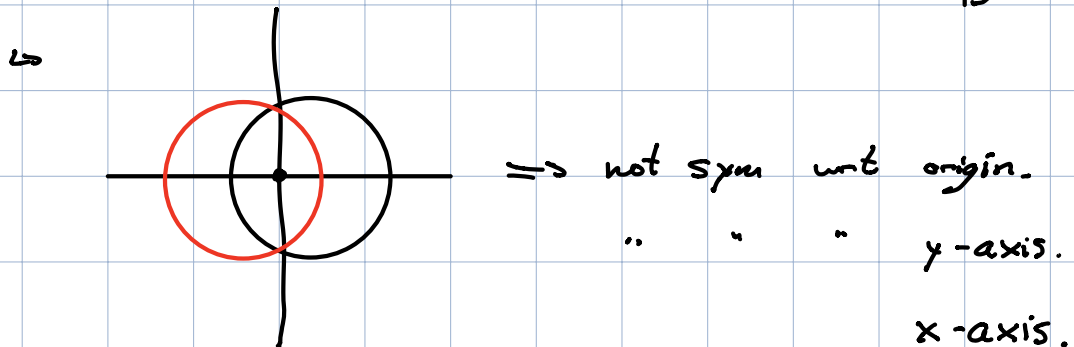
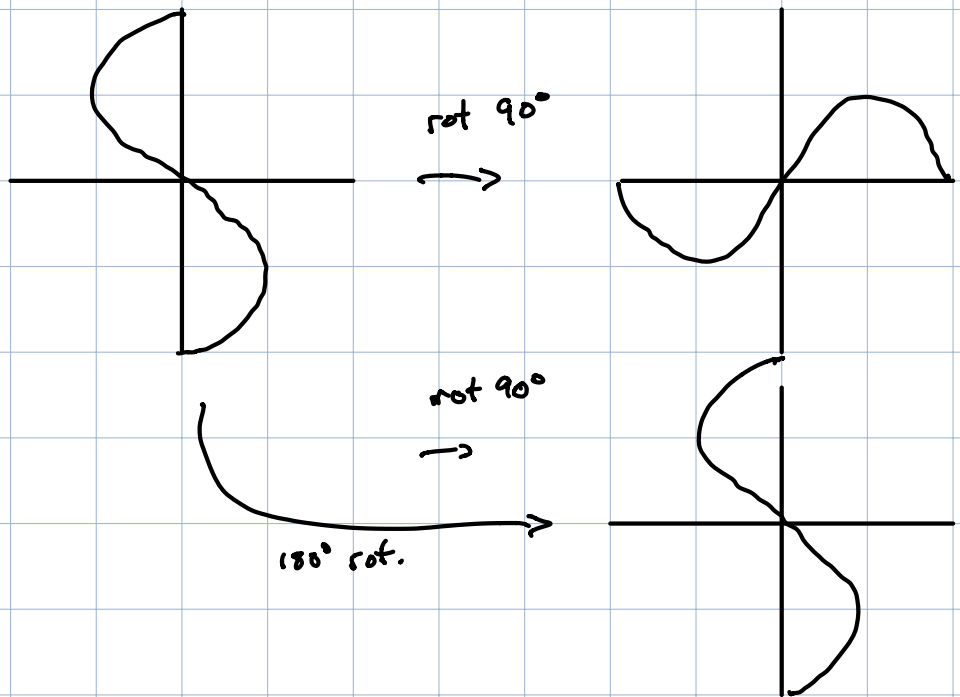
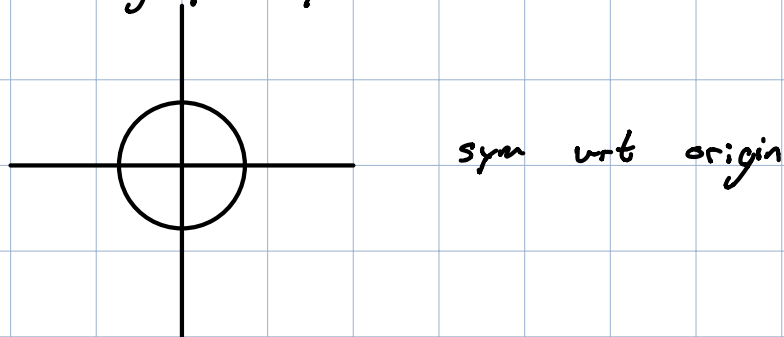


Lecture #6

Defn: (Correction) A graph in the plane is sym wrt the origin if (x, y) is in the graph $\Rightarrow (-x, -y)$ is in the graph.

\hookrightarrow Rotating the graph by 180° takes it into/onto itself.

\hookrightarrow Ex:



Rmk: $x^2 + ax + y^2 + by = c$

↳ It could be a circle ($r > 0$)

↳ " " " " point ($r = 0$)

↳ " " " " nothing ($r < 0$).

Ex: $x^2 - 4x + y^2 = 10$

↳ Write it as $(x - x_0)^2 + (y - y_0)^2 = r^2$

$$x^2 - 4x + 4 + y^2 = 14$$

$$(x - 2)^2 + y^2 = 14$$

↳ circle centered at $(2, 0)$ w/ radius $\sqrt{14}$

Ex: $\underbrace{(x - 777)^2}_{\geq 0} + \underbrace{(y - 888)^2}_{\geq 0} = 0$

↳ both have to be zero.

$(777, 888)$ is this the graph

Ex: $\underbrace{(x - 7)^2}_{\geq 0} + \underbrace{(y - 42)^2}_{\geq 0} = -43$

⇒ LHS ≥ 0 , but RHS < 0

⇒ No solns

⇒ graph is nothing!

Rmk: l.o = graphing linear eqns (may want to review)

Section 2.1

Defn: A function is a rule that assigns each number in a set A to exactly one # in a set B .

↳ Write $f: A \rightarrow B$

↳ Ex: $f(\text{time}) = \text{ave. temperature}$

$f(\text{date}) = \# \text{ of people alive w/ 11 fingers.}$

$f(\text{time worked}) = \text{amount of money made.}$

↳ fcn takes inputs to outputs

Ex: $f(x) = x \Rightarrow f$ takes the # x to the # x .

$$f(2) = 2$$

$$f(3) = 3$$

$$f(542) = 542$$

Ex: $f(x) = x^2 \Rightarrow \dots \dots \dots \dots x^2$

$$f(0) = 0^2 = 0$$

$$f(2) = 2^2 = 4$$

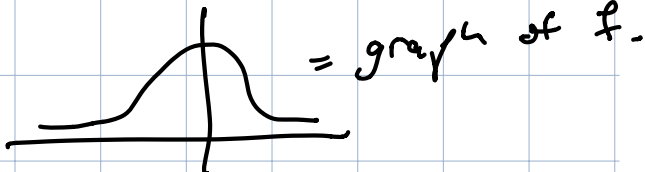
Ex: $f(x) = 5 \Rightarrow f$.. " # x to the # 5

$$f(7) = 5$$

$$f(55) = 5$$

$$f(66) = 5$$

Ex: $f(x) = \sqrt{x} + x - 7$
 $f(0) = \sqrt{0} + 0 - 7 = -7$
 $f(9) = \sqrt{9} + 9 - 7 = 3 + 9 - 7 = 5$

Ex: $f(x) = \frac{1}{1+x^2}$ \rightarrow  = graph of f .
 $f(-1000) =$ is very small
 $f(1000) =$.. - big
 f between $-1, 1$ is a bump.

Defn: $f(x)$ is the value/image of f at x
 $f: A \rightarrow B$, A is called the domain of f
 The range of f is the set of all possible values of f .
 x is called the ind. variable
 $y = f(x)$, y is dep. variable

Ex: $f(x) = 4x^2 + 3$ \rightarrow *plug in and make sense.*
 \hookrightarrow What is dom. \Rightarrow all real $\#$ s.
 \therefore range: $[3, +\infty)$
 $\hookrightarrow 4x^2 \geq 0, 3 \geq 3 \Rightarrow f(x) \geq 3$
 $\hookrightarrow f(5) = 103$ $\} \{x | x \geq 0\} = [0, +\infty)$

Ex: $f(x) = \frac{1}{\sqrt{x}}$, Dom = $(0, +\infty) = \{x | x > 0\}$
 Range = $(0, +\infty)$
 $\hookrightarrow \frac{+}{+} \Rightarrow$ only (poss.) $\#$ s.

Defn: The net change of f from a to b is
 $f(b) - f(a)$

Ex: Net change of $f(x) = |x - 3|$ from -3 to 3 .
 $f(3) - f(-3) = |3 - 3| - |-3 - 3|$
 $= |0| - |-6|$
 $= -6$

Ex: Piece-wise

$$f(x) = \begin{cases} x^2 & , x \leq 0 \\ x & , x > 0 \end{cases}$$

$$\rightarrow f(-1) = 1$$

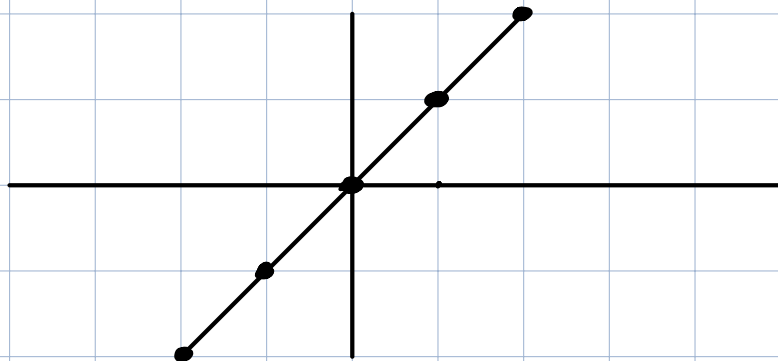
$$f(2) = 2$$

$$f(-17) = 289 = (-17)^2.$$

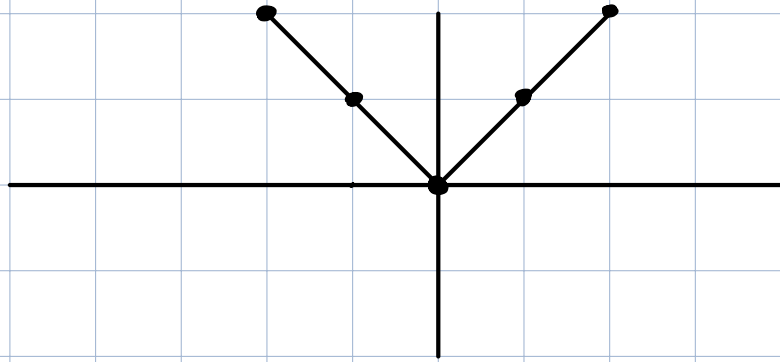
Section 1.2/1.3

Defn: The graph of $f = \{ (x, f(x)) \mid x \text{ is in dom. of } f \}$.

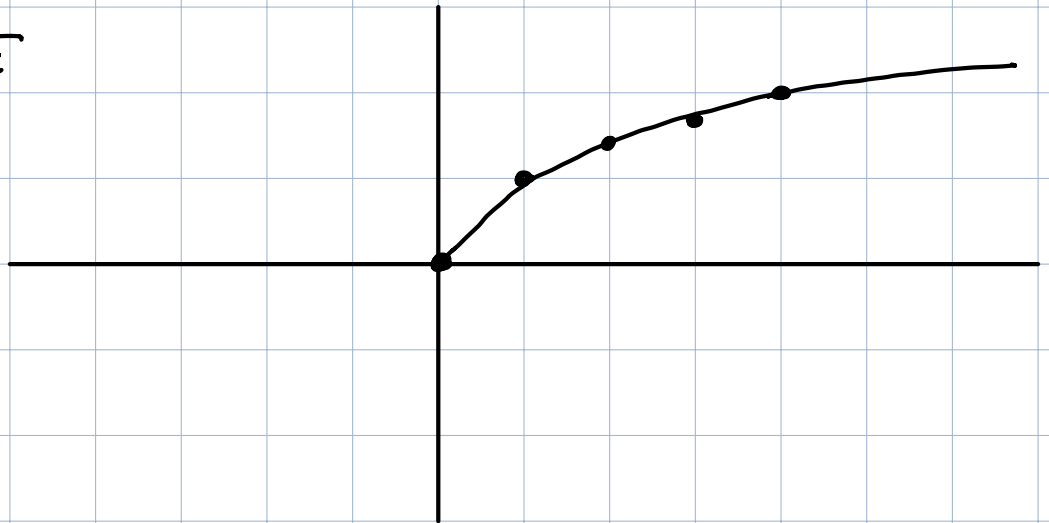
Ex: $f(x) = x$



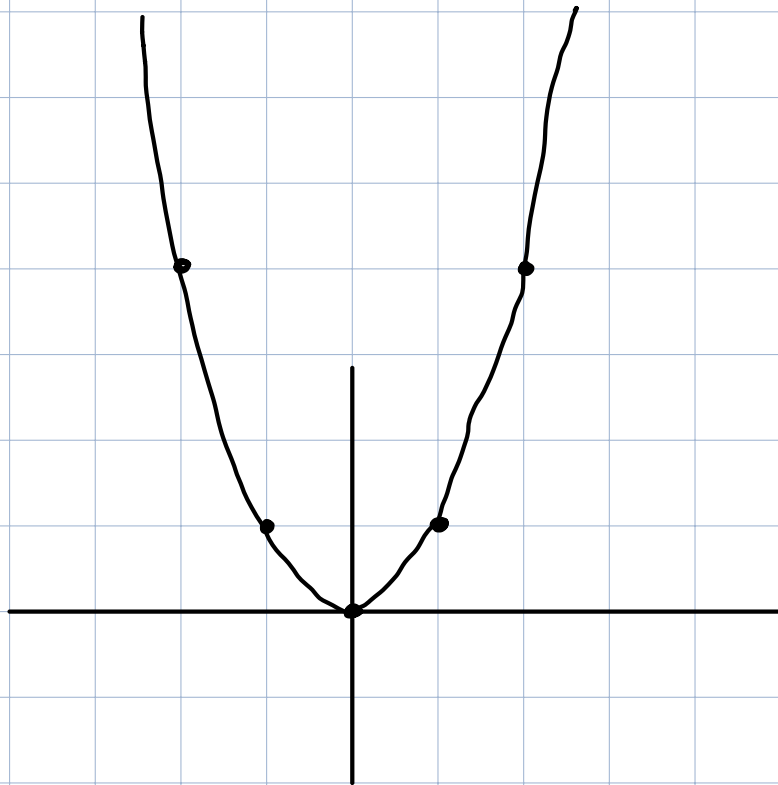
$$f(x) = |x|$$



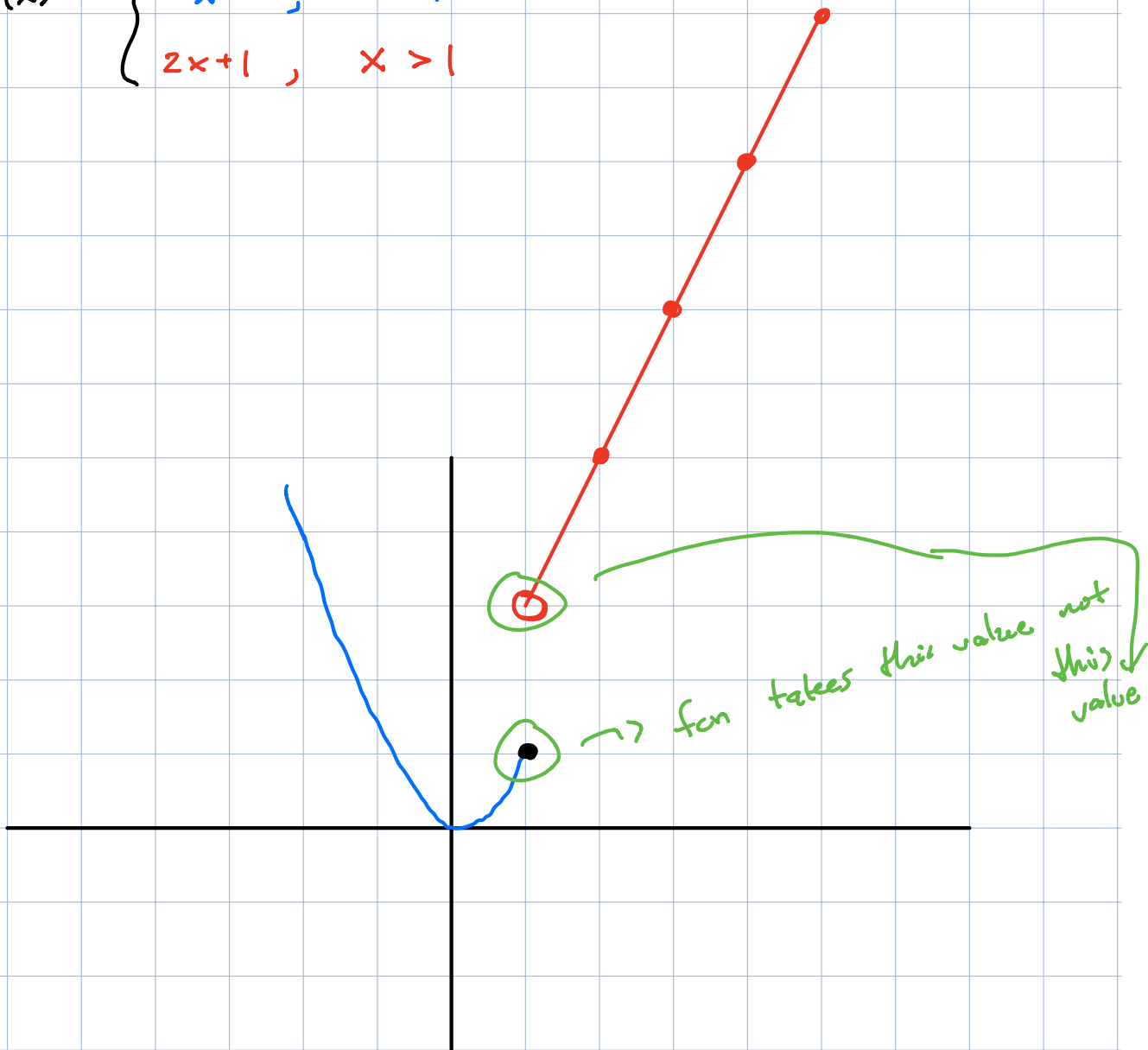
$$f(x) = \sqrt{x}$$



$$f(x) = x^2$$



Ex: $f(x) = \begin{cases} x^2, & x \leq 1 \\ 2x+1, & x > 1 \end{cases}$



Question: When do eqns define funcs?

$\hookrightarrow y - 2x = 0 \rightsquigarrow y = 2x, f(x) = y = 2x$

\hookrightarrow we could solve uniquely for y in terms of $x \Rightarrow$ we get
fun

$\hookrightarrow y^2 = x \rightsquigarrow y = \pm \sqrt{x}$

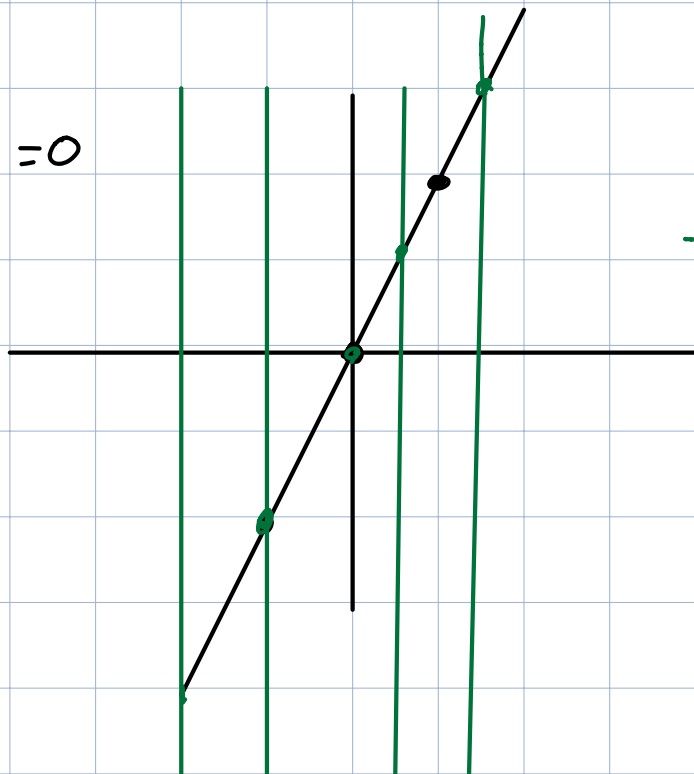
\hookrightarrow couldn't uniquely solve \Rightarrow no fun.

Rmk: Vertical line test

A graph of an eqn in x, y 's defines a fun if every vertical line meets the graph at most once.

Ex:

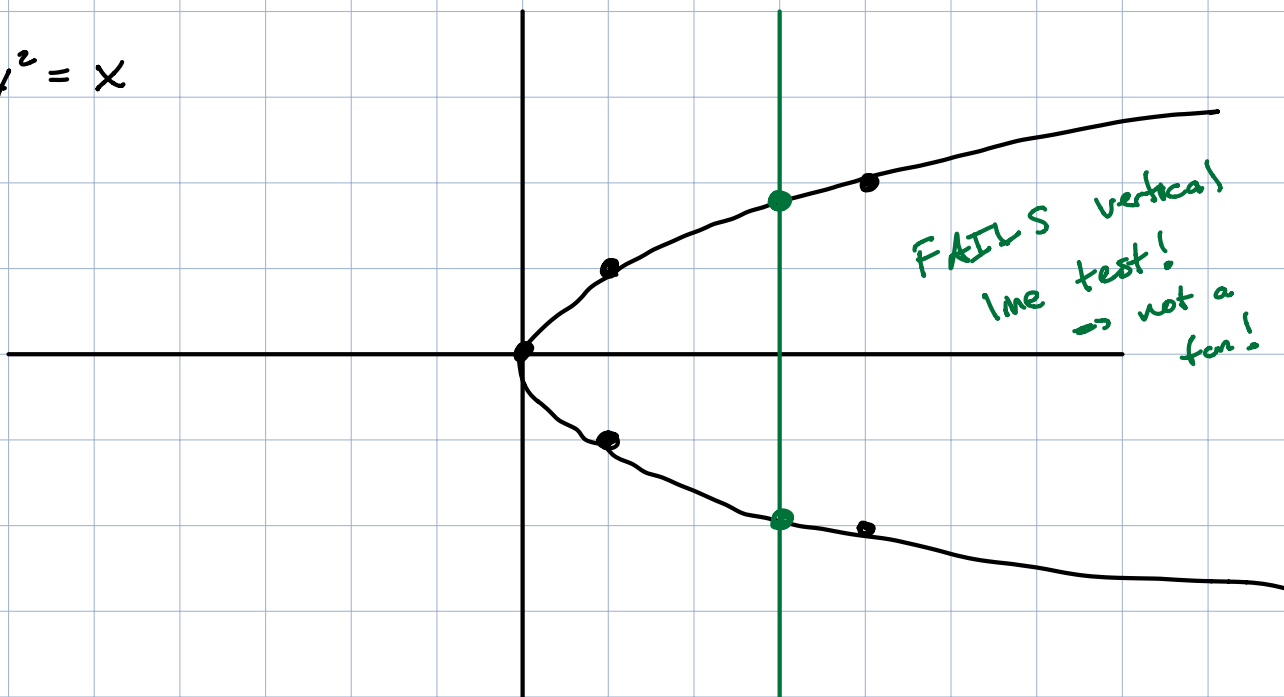
$$y - 2x = 0$$



Passes vert line test
 \Rightarrow defines a fun.

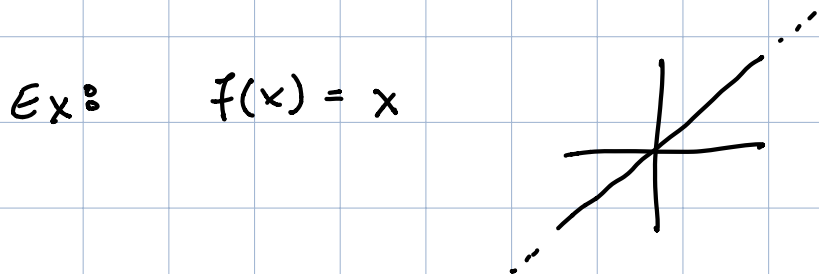
Ex:

$$y^2 = x$$

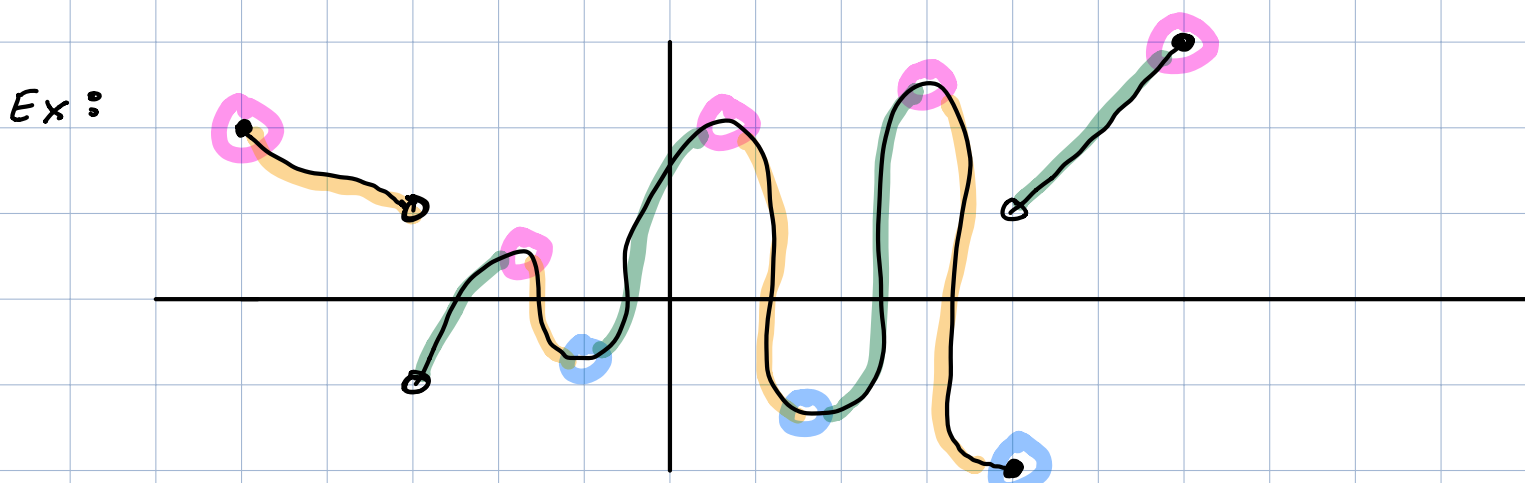


FAILS vertical line test!
 \Rightarrow not a fun!

Rmk: i) height of f at x is the value of f at x .
 \Rightarrow all possible heights = range



range = \mathbb{R}



Range = all possible heights = $[-2, 3]$

Dom. = all values x w/ the graph is above it.
 $= \{x \mid -5 \leq x \leq 6 \text{ and } x \neq -3\}$

Def: $f(a)$ is a loc. max. value if $f(a) \geq f(x)$ for all
 x "nearby" a . a is called a loc. max. ///
 " " " " min. " " $f(a) \leq f(x)$ " "
 " " " " " " " " min. ///

Rmk: Graphs \rightarrow you tell what f is inc. versus dec.

= ~ /

f, g two fun $f(x) \geq g(x) \Rightarrow$ graph of f at x
is ^{below} above the graph of g at x
at the same point as

